

EARL WEAVER BASEBALL

AMIGA

Getting Started

Earl Weaver Baseball uses a copy protection method known as "key disk." You can make as many backups of the original program disk as you need, but if you try to use the "PLAY BALL" or "Practice" commands, you must put the original disk in any drive so the program can do a brief verification of the original. Use your own copy of the Workbench to make a backup copy of the original disk (the *Earl Weaver Baseball* doesn't contain a Workbench). See the *Introduction to Amiga* manual for instructions on copying disks. When your backup copy is complete, rename the disk "Earl Weaver Baseball" (the game will not run with any other disk name). See the *Introduction to Amiga* manual for more information on making backup copies and renaming disks with the Workbench.

Note to Amiga 1000 Owners: *Earl Weaver Baseball* requires Kickstart 1.2.

Warning: Always make sure the disk drive's red, "in-use" light has gone out before ejecting a disk from the drive.

After making a backup of the original disk, reboot your Amiga with the backup disk. In a few moments the title screen appears and the theme music begins. Press the **Spacebar** to open the Main menu when the music ends. The demo begins if you do nothing for 60 seconds. Click the left mouse button, or press any key to leave the demo.

Click **PLAY BALL** when you're ready to begin your game, and a requester will prompt you for the original disk. Eject the backup, insert the original, and click **READY**. After *Earl Weaver Baseball* has verified the original disk, you'll be prompted to eject it. Eject the original and replace it with the backup if necessary. If you print your lineup card, you may be prompted for the original disk again, so keep it handy. You won't be prompted for the original disk if you're using two drives with the backup in DF0: and the original in DF1:.



NOTE: when you're playing at Semi-Pro or Sandlot skill levels, you cannot control baserunners with the mouse or joystick. You can, however, control baserunner strategy through the Strategy menus. See the manual for more information on Strategy menus.

Creating a Statistics Disk

1. Initialize a blank disk (see your computer's user manual for instructions on initializing disks).
2. Start *Earl Weaver Baseball* according to the instructions above under "Getting Started."
3. Select **Commissioner** in the Things to do... section of the Main menu.
4. Select the disk drive that contains the initialized disk using the **Drive 0**, or **Drive 1** option.
5. Select **Create New Leagues on Fresh Disk** from the Commissioner menu.
6. Click **READY** when you are asked if you want to, "Set up initialized disk in drive...."

NOTE: *Earl Weaver Baseball* will prompt you when to switch disks if you are using only one disk drive.

7. Now *Earl Weaver Baseball* asks you if you want to create three files:
LeagName.Dat — stores the league and team names, and the home ball park assignments.

Players.S — stores all the player names and statistics.

Park.Dat — stores all the park names and description data.

The files are empty — it's up to you to fill them with league, team, and player info. Click **READY** to create each of these files on your new disk.

NOTE: you can skip creating any one or all of these files if you already have the file setup to your satisfaction on another disk. Simply copy the file or files onto your new stats disk (see the *Introduction to Amiga* manual for instructions on copying files). For instance, if you get a stats disk for the latest baseball season, you might want to update the player

stats, but create your own leagues, teams, and ball parks. Simply create the **LeagName.Dat** and **Park.Dat** files, but skip the **Players.S** file. Now copy the **Players.S** file from the latest season stats disk, onto your own new stats disk.

8. Once you have a blank stats disk, you can create your own league and divisions using the **Customize Leagues/Divisions** command from the Commissioner menu (see the "Leagues — Commissioner" section of the manual).
9. When you have created your league and divisions, you must copy over teams that you want to use (you can also create your own teams and players from scratch, but it's easier to modify existing ones). Select **Customize Teams** from the Commissioner menu, then select the blank team slot you want to copy a team into on your new stats disk.
10. When the **Customize Teams** menu appears, select **Copy Team**. This function utilizes only one disk drive on two-drive systems.
11. Insert the disk that contains the team you want to copy when you're prompted to "Insert Source Stats Disk" and press **READY**.
12. Now click the team name you want to copy to your disk, reinsert your destination disk at the "Insert Destination Disk..." prompt, and click **READY**.
13. Once the team is copied onto your new stats disk, the **Customize Teams** menu reappears so you can create your own personalized team if you wish.
14. Use **Copy 1 Ball Park** or **Copy All Ball Parks** from the Commissioner menu to add ball parks to your new stats disk. You can use one or two disk drives, just follow the onscreen prompts.

Use your new stats disk to save your finished game statistics, customized leagues and teams, customized players, and so on. See the "Creating and Modifying Teams and Leagues" section and Appendix B for more information on these advanced techniques.

Selecting a Pointing Device

The Main menu contains a section for the Home and Visiting teams from which you can choose the type of pointing devices you will use during the game. The home team player should plug the mouse or joystick into port 1, while the visiting team uses port 2. The Amiga supports mice, joysticks, and the numeric keypad. Please note that both players cannot use the keypad at the same time. Press **Shift-Q** during play to end the game and return to the Main menu so you can change your options.

Special Keys

The **ESC** key lets you escape to previous menus. The **Backspace**, **DEL**, and left-arrow keys function as "erase" keys when you are editing text.

Loading Teams and Ball Parks

To load a team, choose **Select Team** from the Home or Visiting Team sections of the Main menu. Click the team you want to use. Click the **Drive 1** gadget to load a team from a data disk in that drive. *Earl Weaver Baseball* automatically loads the home team stadium, but if you want to use a different ball park click **Select Ball Park** from the Ground Rules section of the Main menu. Click the ball park you want to use.

Selecting a Lineup

You must be playing a Regulation game (not an Arcade game) in order to select and change your lineup. Highlight the player you want, then press and hold the left mouse button, the joystick button, or press **Return** if you're using the keyboard. Now move the player's name into the slot you want him to occupy on your lineup card. If you'd like a second opinion, click **Ask Earl**. Change Earl's selection by dragging a different name over his choice. Click **Finished** when you're done.

Edit Player Stats

Select **General Manager** from the Things to do... section of the Main menu, then select **Edit Player** from the General Manager menu. You have five choices for each stat:

1. Enter a new stat
2. Press the button to accept the current entry
3. Press **ESC** to backup to the previous stat,
4. Press **F9** to cancel the editing session and close the player' stat card
5. Press **F5** to save your changes to the stat card (NOTE: to make your changes permanent, you must choose **Save-Drive #** from the top of the General Manager menu, to save the entire roster.)

NOTE: in order to designate a pitcher as a relief pitcher, you must give him a Fatigue Rating of 1 or 2.

Printing to Disk

If you own a printer that isn't supported in the Amiga Workbench, you can print lineup cards to disk so you can print them out later with another program that supports your printer. After you select the print command and the requester asks, "Is Printer Attached and On-Line?", click the **Cancel** gadget. Another requester asks, "Print to Disk Instead?", click the **Ready** gadget to print the lineup card to a text file on disk. When *Earl Weaver Baseball* prompts you for a file name, enter the drive and file you want to save it to like so: **[drive#]:[filename]**. For instance, to save a team roster as "MyTeams" on drive **Ø** you would type: **dfØ:MyTeams**. You can edit or print the file with any program that reads text files.

Umpire's Voice: Peter Sprague

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